

The logo features a stylized blue and white snowflake or starburst design with a glowing blue orb in the center.

WanderjahR

TryAgainOrWalkAway

Instruction Manual

Story

101 years ago, that's when we found it.
The Universal Source Code.
It's the source code to all that has
existed, and all that ever will.
And as we came to understand it,
we sought to change it, to recreate
a world free of evil and malevolence.
A world that will finally know peace.



JRPG

"Rebuild Universe"



Main Combat Team



Lisp
Buster — specializing
in the power of frost;
an optimist who never
surrenders her hopes
and dreams.



Wowa — a physically
capable Vanguard.
Quiet and stoic,
Wowa rarely shows
her emotions.



Jasmin
Medic — capable of
restoring the HP of
her teammates and
curing status ailments.



Bill
Sentinel — can
protect the team from
all dangers. His shield
will serve them well.

UN Jariya



UN Jariya is a global organization charged with maintaining world order and peace. Our mission is to eliminate monster threats wherever and whenever they arise for the safety of mankind. On Blossom Moon 1, Year 3101, 14 days prior to the most important moment in the world, Branch 736 begins operations.



Specialists

C, the Operator

C — feeds you all the essential information and provides guidance even in the midst of battle. Back at the base, she can also supply hints and important notes.



Specialists

Matrix — the team's secret weapon. As the researcher, he provides crucial support — from research skills to special improvements in attacking power. At a pinch, he can also wade into battle as a Buster, Sentinel, Medic, or any other role.

Controls

screen (touchscreen):
Touch to select and confirm.



O: Cancel
X: Confirm

right stick:
Move cursor

left stick:
Move cursor

Controls

L: Toggle
characters

screen (touchscreen):
Touch to swap characters, use items,
pick up items, or select an enemy target.

R: Toggle
characters

△: Enemy info

O: Cancel
X: Confirm

right stick:
Move cursor

left stick:
Move cursor



Base Menu

★ 183,798 🕒 199,965

Exp
Gold

Experience point
Gold

Levelup

Level Up characters.

Shop

Buy items.

Item

Setup items.

Team

Set characters order.

Artifact

Setup artifacts.

World

Select destination.

Gallery

Monster info and story.

Option

Change game settings.

Operator

Talk with operator.

Next Stage

Fight next battle.

SETUP



Levelup



Shop



Item



Team



Artifact



World



Gallery



Option

Fight the next battle



Next Stage

3



Battle Scene



Battle Scene

1. Exp and Gold.
2. Player's artifacts.
3. Battle character stat — display name, HP and abnormal status of player characters in the battlefield.
4. Team character button — shows a list of player characters who can be freely swapped in the battlefield. Characters already in the battle field will be marked with a colored border.
(There are two pages, each with nine characters.)
5. Item button. List of items.
6. Pause button.
7. Player characters in the battlefield.
8. Enemy characters in the battlefield, their HP, and Guard bar.
9. Enemy skill box — tells players to be aware of certain dangerous skills.
10. Team character toggle page button.
11. Item drop.
12. Cursor

Battle Basics

Player characters automatically perform actions based on their roles. Players should focus on the overall situation and send the correct character into battlefield.

ATB - Action Time Bar

ATB
Charging



Waiting...

ATB
Charged



Action!

ATB (Action Time Bar) shows the amount of time left before the character can perform the next action.

Character Roles

Vanguard

Premiere inflictor of physical damage. Can slow down the enemy guard's recovery rate. Attack range depends on the weapons used.



Sentinel

A high HP defender who can divert enemy attention away from team mates towards themselves.



Buster

Buster can inflict magical damage to enemy. Their spells can greatly reduce the enemy's guard bar.



Medic

Medic can restore her team mates' HP and cure status ailments.



Character Roles

Entertainer

A cute dancer and singer who uses their performance to grant beneficial status effects to team mates.



Aggravator

A masked man who uses bio genetic weapons to inflict harmful status effects on the enemy.



Researcher

Researcher can observe enemy skills and develop them into research skill (RS) items that the team can use.



Thieves

Thieves can steal enemy items and secret artifacts from any range.



Battle Basics

The key to victory.

Guard Break



Deplete an enemy's guard gauge (the yellow bar) by inflicting **physical** or **magical** damage to it. When depleted, it enters **Guard Break** (orange blink) state and receives more damage.

Effects of Guard Break

1. The enemy receives more damage.
2. Their behavior may also change.
e.g. becoming less aggressive.
3. The enemy's element and status defenses may change.

An enemy guard gauge recovers over time. When fully recovered, it is no longer in Guard Break state.

Note: Magical attack deplete guard gauge, Physical attack slow down the recovery rate.

Battle Basics

Status Effect

Status Effect



Shield

Reduces incoming damage.



DeShield

Increases incoming damage.



Blitz

Increases attack damage.



DeBlitz

Reduces attack damage.



Speed

Reduces waiting time until next action.



Slow

Increases waiting time until next action.

Status ailments may also be negated with the corresponding enhancement.



Shield

negates

DeShield



Blitz

negates

DeBlitz



Speed

negates

Slow



Battle Basics

Status Effect

Status Effect



Sleep

Unable to act.



Weak

Reduces all elemental resistances.



Virus

Gradually decrease HP over time.



Provoked

Will only target a Sentinel.

This icon disappears after 1 second, but the effect remains 30 seconds.

Elemental resistances



Fire



Ice



Physical



Wind



Thunder



Magical

Normal damage

1/2 Half damage

1/10 1/10 damage

0 Null damage

ABS Absorb damage

x1.5 x1.5 damage

x2 x2 damage

LevelUp

Level cap for this stage

Exp point

Status change after level up

Exp required for next level

Skills achievable at the next level

Team level

Skill list*

Help text

LevelUp

Level Cap 28

Team Lv: 22.00

★ Require 530

Level	22	>	23
HP	686	>	740
ACT	3	>	3
MAG	161	>	172
DEF	0	>	0

Medic lv3

Cure

Heal

Heal All

Brings team mates back from other dimensions.

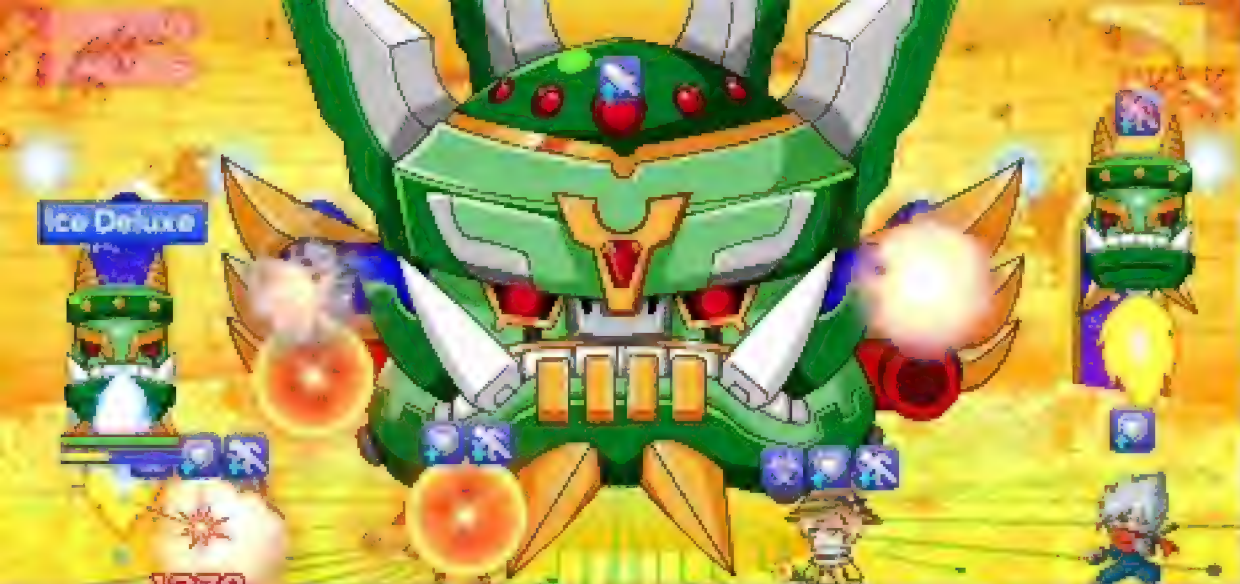
Callback fn Lv24

Phoenix Tea Lv28

LevelUp

Back

*Skills in blue are active. Skills in light blue are passive.



Battle System

Make your own combat team by choosing different characters from a diverse roster — each with the potential to repel wave upon wave of monsters. Characters have different roles and their abilities are best suited to different situations and targets. Each can be swapped in and out of battle at any time.

Let them have a taste of their own medicine!



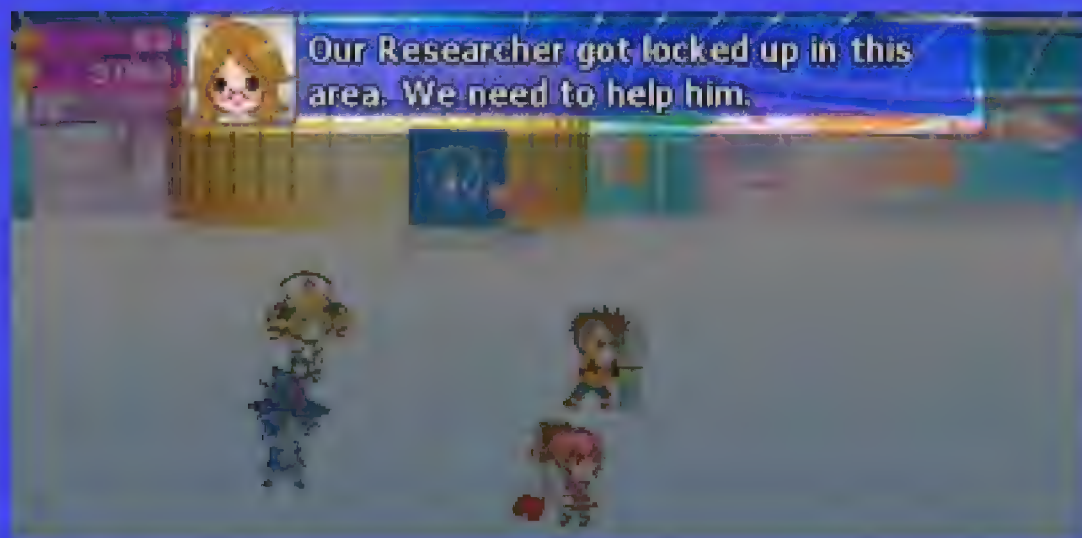
Player characters can learn how to use certain monster abilities.

Learn to recognize the behavior of certain enemies in order to win.



Quest

Wanderjahr's focus may be on combat, but there's a whole lot more to it. The world is full of quests and puzzles waiting to be solved — if you stumble on special quests you can net extra recruits — or nothing at all, so be careful.



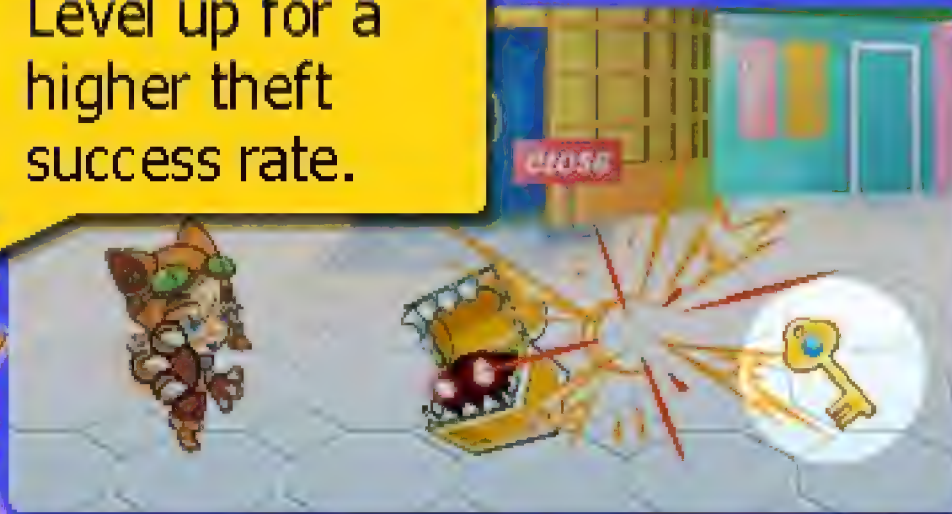
And a lot more...

Explore the story and the world, fill the gallery, and try out different team set ups. All this, on top of 12+ hours of gameplay.



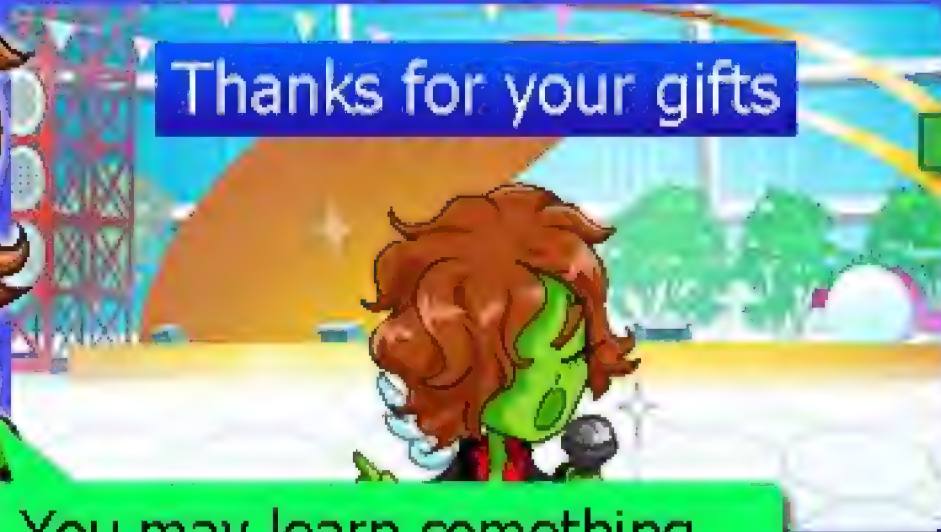
Tip1 Thieves can steal extra gold and secret items!

Level up for a higher theft success rate.



Tip2 Take note of the enemy's skill box.

Thanks for your gifts



You may learn something.



Tip3 Operator

Touch the operator picture to talk with her. She can provide you with some useful information.



Tip4 Crown Star

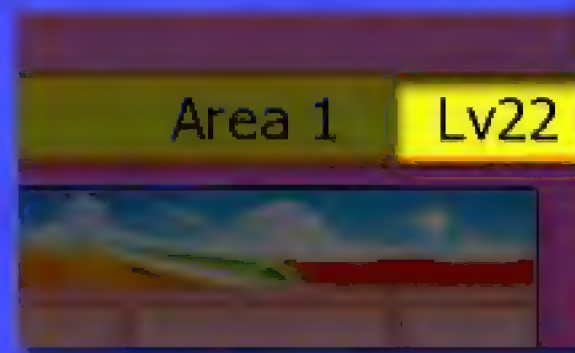


The Crown Star can be obtained if you:

1. Clear the stages quickly and obtain 5 stars; and
2. Your (int)team level does not exceed the (int)stage level.



Team Level
(Level up Screen)



Stage Level
(Stage select Screen)



Never give up !!

Easy to begin
but hard to End!

Fight tactically and
avoid grinding!

99% of testers can't
pass the GATE.

And this is only the beginning.



WanderjahR

For more information on this game please visit

<https://www.facebook.com/workyrie>

Email us: support@corecell.co.th



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Wanderjahr

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Wanderjahr

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WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.